

SEGMENT JORUNE

Welcome to Segment Jorune. In this issue we dedicate our entire space to an adventure written by Geoff Gray entitled The Fallen Crystal Ship. Enjoy!

THE FALLEN CRYSTAL SHIP.

A SKYREALMS OF JORUNE ADVENTURE BY G.GRAY.

INTRODUCTION

This short scenario represents a single session of intense action and adventure. Players will have to think tactically and logically to survive the dangers that will confront them. Although an excellent beginning player's adventure, there are many Jorune concepts introduced that will be unfamiliar to players of other games. Accompanying text, appearing in italics, will provide additional detail.

The action revolves around a Skyrealm where ramian have a slave colony of various captured races. Players travel to the Skyrealm to explore the disappearance of a lost Jaspian Crystal Ship last plotted to be flying over an area of ocean in the North Sea. Once there, their main ambition will probably be to live long enough to escape the accursed Skyrealm and the ramian slavers.

Details such as daily weather (except the first day - which is CLEAR) and minor encounters have been excluded so that Sholari's may adapt the scenario to fit their own campaigns, shorten or lengthen game time or add additional plots without throwing the scenario out of sequence.

Sholari's Background Information

A Skyrealm off the west coast of Voligire has been found to be rich in basic metals and minerals by the ramian of that realm. They have set up a small community together with a slave mining force of various races (taken from past raids along southern coastlines and sea battles). This operation has been going on for 18 months.

Two weeks ago a Jaspian Crystal Ship on a trade mission from Aylon went off course and neared the Skyrealm where it was brought down by ramian. The unlucky surviving crew members were put to work in the mines. Fortunately, the ship had an Earth-Tec locator on board that transmitted the ship's last location before being destroyed as the schooner crashed on the Skyrealm. Trade agents in Aylon have plotted the ship's last transmission and are preparing a search party. The player characters will be that party.

Details on Jasp, Crystal Schooners, and Skyrealms

Jasp is a realm of humans far to the north of Burdoth, the main human realm. The people of Jasp have devised a method to harness the same repulsive forces which suspend Skyrealms high above the ground to create air-ships, or Jaspian Crystal Schooners, as they are called. The schooners can travel the skies only over the same underground crystal channels that suspend Skyrealms. For those not familiar, Skyrealms

are massive areas of Jorune that have broken lose from the ground, repelled by the force created when crystal of dissimilar temperature are brought near one-another. Skyrealms are typically two miles across and are usually shaped oblong. Many Skyrealms are stationary, while others slowly roam over the surface of the planet.

Tor Delasho, the owner of the merchant company, wishes to find the ship's fate and that of her crew. He will attempt to hire the player-characters as escorts on a searching party soon departing onboard another of his Crystal Schooners. Because Tor suspects natural causes explain the disappearance, he is sending only an expeditionary force to investigate. Little does he know what he's sending his party into. The loss of another Crystal Schooner may be in Tor's immediate future.

Players Introduction

The player-characters begin this campaign in the city of Aylon. For those without Jorune maps, Aylon is located far to the north in Jorune's Northern Hemisphere, above the large area called Temauntro. The cold northern wind is just a cool breeze in mid-Mullin and the skies are clear of clouds, making the wondrous Crystal Ships of Jasp a very spectacular sight as they bob on the Isho winds hundreds of feet above.

The party entered the city last night and booked rooms in a cozy little Inlepe, the "Dancing Dichandra." Today they are out, seeing the sights and taking in the culture and habits of this far off land. It is a lovely day and they are enjoying themselves.

Beginning referees: Aylon is the capital city of Jasp, a realm on Jorune. The players come from the Human realm of Burdoth, located far to the south of Jasp. They have saved their gemlinks (currency worth about \$20 each) and ventured north on vacation to this splendid and ancient city.

SHOLARI NOTE; ADD ADDITIONAL STREET ENCOUNTERS OR MINI ADVENTURES HERE IF YOU WISH.

In the early afternoon the players stand in a small awss (town or neighborhood square) listening to a thriddle story teller recount the exploits of Darl Kirrisio, a heroic figure from Ardoth, making a single handed escape from pirates off the coast of Anasan. As the thriddle nears the climax of his story two men (one lavishly dressed) and a corastin interrupt the player-characters, beckoning them to a quiet spot a few meters from the crowd. These strangers cause no great commotion, they simply gesture the party over.

The finely dressed man addresses the party; "Allow me to introduce myself. I am Jerome Cirridian, a trader in this city. I work for Tor Delasho, one of Jasp's most well respected and powerful merchants. I have been sent by him to find a few men and women with strength of character and trustworthiness to embark with him on a venture. It may not be an easy task but it will pay very well indeed. But before I go on it would please me if you would introduce yourselves." As Jerome speaks, he passes out "Tor Delasho" business disks. They are thin, flat stones with Tor Delasho's name and merchant address listed on them. They are meant to impress the players.

Allow the players to introduce their characters as though you are Cirridian. Hopefully they will be aware that the way they introduce themselves will determine whether they are chosen or not --- assist them in this task without doing their work for them. If they don't impress Cirridian he will find a more responsible party and the campaign will be over. DON'T LET THIS HAPPEN TO YOU.

Cirridian will enquire upon the characters origin, skills and previous exploits. The other man and the corastin remain silent --- the human is just a friend and the Corastin is a guard in Delasho's employ.

Once introductions are over Jerome will reveal more to the player-characters: "The proposition has to do with a small reconnaissance mission my employer is putting together; two weeks ago one of his crystal schooners disappeared whilst on a routine trip to Lundere. We're organizing a search mission to look for it. We need a few additional men in case things get too heavy for the crew to deal with. I don't know how much Tor plans to offer you but I'm sure it will be commensurate. Well, are you interested?"

Notes on Lundere, Woffen, and Bronth

Lundere is the realm of woffen, bio-engineered creatures based upon wolves from Earth. They are intelligent, bipedal, have opposable thumbs, and are one of the major powers of the East. The woffen share an alliance with the bronth from Dobre. Bronth are also bio-engineered creatures, but based upon Ter-ran bears. They share the woffen's engineered traits, but are much larger.

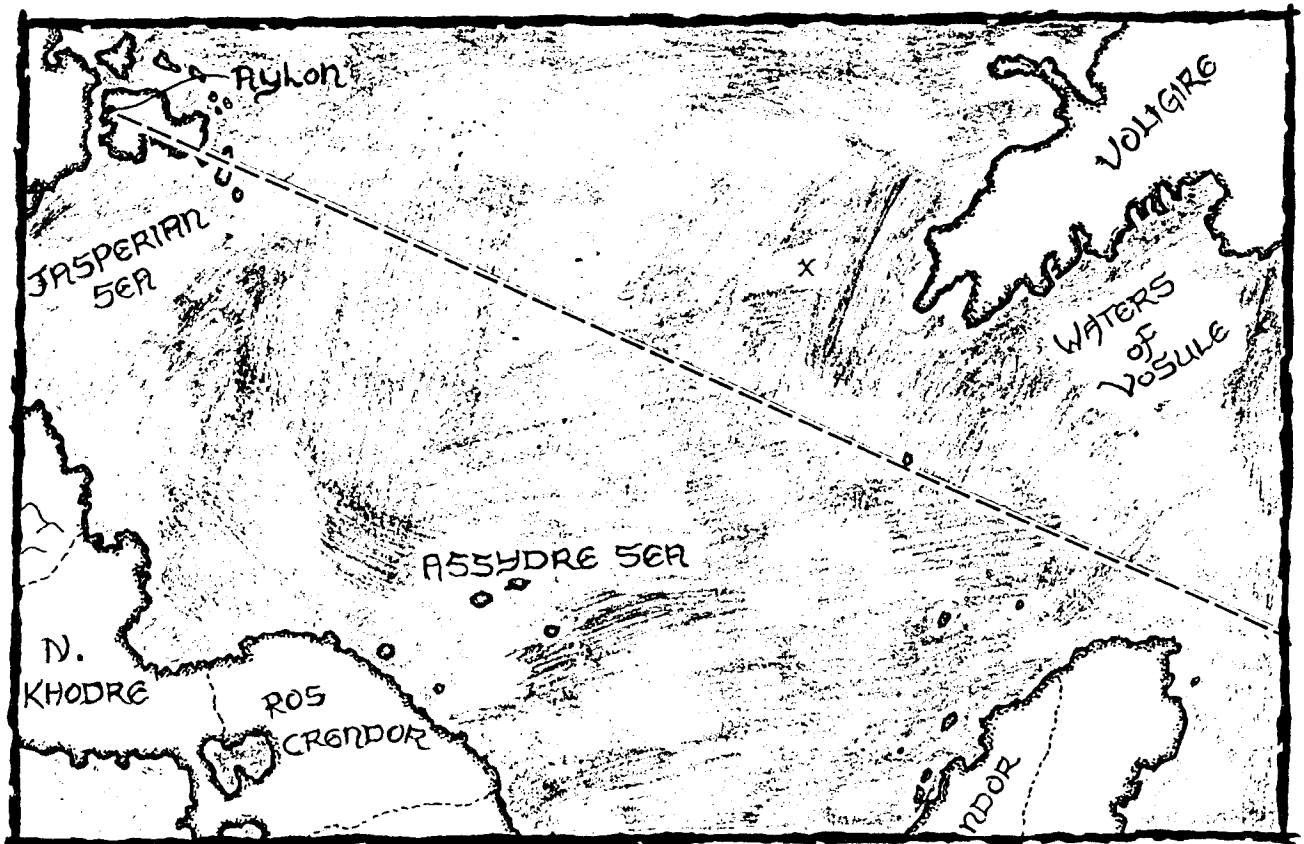
If the players want to game tonight (instead of watching reruns on TV), their characters had better agree to take the job (any chance to earn extra 'Yules')! Jerome will ask them where they are staying and tell them he will organize a meeting with Tor Delasho and get back to them, probably early this evening.

Meeting Tor Delasho

As planned, it is early evening when the characters are contacted. A mere messenger boy comes to the inn where they are staying and informs them they have a meeting with Delasho in 1 hour. His villa is a 3/4 hour walk north of the city. The characters have 15 minutes to make themselves look presentable.

Upon arriving at the villa they are impressed with it's lush, well kept grounds, high carved stone walls and the presence of 4 corastin standing near the gatehouse. The corastin will take any overtly offensive weapons from the characters (battle-axes and two-handed swords for example) before allowing entry. Any confiscated weapons can be collected upon leaving. Jerome Cirridian meets them as they approach the large 2 story building and leads them into a plush audience balcony, overlooking the city, where fine wine and tasty morsels are served. Several minutes later the large, olive skinned figure of Tor Delasho enters. The wealthy merchant greets everybody in a friendly manner and seats himself down in front of them.

"Now then gentlemen, Jerome here has no doubt informed you of why I wish to hire your services, so allow me to embellish



- The Skyrealm & 'Cassandra's' last known location

----- Usual Trade Route

on what you know. Two weeks ago, one of my 3 Crystal Ships, the "Cassandra," failed to reach her destination in Lundere. It was on it's way to Yobre, delivering furniture, decorations and hardware from this country. Each of my vessels is equipped with a locator and from this we have traced it's last location to an area 8 days travel east, where the craft was still aloft.

"Personally, I believe a freak storm brought the ship down and damaged the tracking equipment. I doubt we need fear pirates as airships are costly and require much upkeep for mere rogues to employ. Another of my ships leaves tomorrow to scan the area where the "Cassandra" disappeared and I wish you, and Cirridian here, to accompany it's crew in case events cascade into something more than they can deal with --- though I think that unlikely.

"For your time I shall pay you 4 Gemlinks each per day. The trip should last 17 days so that comes to a total of 6 Gems and 8 Gemlinks. If you believe events warrant extra pay we can discuss it upon your return. Of course, mere attacks to the ship will not earn merit pay, as active defense is your primary duty."

Delasho will answer any questions he can before he excuses himself and leaves Jerome Cirridian to handle the departure details. Tor Delasho is an honest, optimistic and fair man. He really thinks he's lost the Cassandra in a storm but to verify things he'd best send out another vessel.

Cirridian tells the group their ship flies mid-morning the following day. This gives the players time to equip their characters. Cirridian is a little more cautious than his employer; he informs the party he is leaving their flight plan with a good friend in the Jaspian Air Force. He has arranged a troopship to be sent if the second vessel disappears. Player-characters are told to be at the lifting docks tomorrow and to board the Crystal Ship "Daughter of Maytrish."

The Departure

The "Daughter of Maytrish" is manned by a crew of 25, including the stocky, cheery captain Roh Andur-Kursh, an ex-serviceman from the Ardothian Navy who sees these skyborne craft as a lifelong challenge. The crew is composed of humans, bronth, a couple of boccord and several Woffen.

With one exception, the crew is comprised of Experienced "sailors." The smallest of the woffen, "Powofco," is young and inexperienced. He is an apprentice on this journey. The rest of the crew are familiar with their duties and don't need or want the player's assistance unless there are major problems on deck. Though a veteran of countless flights, Jerome Cirridian has compassion for those of less experience. He brings lots of the "serri limulate," made from a root similar to arrigish found in the northern regions of Temauntro. It will end the discomfort brought on by airsickness.

Feel free to spice up the voyage with encounters or bad weather. During the trip, if players specify, characters talking extensively with non-human crew may put a mark against one Language or Etiquette skill (Sholari's choice). A little over 1 week later the ship reaches "Cassandra's" last known location.

Land Ahoy!

From the point where the "Cassandra's" locator beacon ended a gray cloud is visible 3-4 miles to the north-east. Anyone looking at it for 30 minutes or more will realize that the cloud

does not move with the others in the sky, in fact, it is motionless. It may be a Skyrealm! When this is pointed out the crew become very excited and stories of untold riches to be found abound. Jerome calls a meeting with the captain and the characters. They discuss his theory that the crew of the "Cassandra" saw the Skyrealm and decided to explore it for treasures, stealing the Crystal Ship to sail to lands where they could sell whatever they found. Another possibility discussed is that they ran into weather problems and set down upon the realm, awaiting to be picked up.

After the talk Cirridian and Andur-Kursh agree to go to the Skyrealm, with a roar of approval from the crew. Unfortunately, as the "Daughter of Maytrish" comes within a mile of the Skyrealm, a crewmember spots flyers above, swooping down on Talmaron back to attack the ship. As arrows rain down upon the deck it is easy to make out that the attackers are ramian!

There are 20 Talmaron riders, each equipped with Bola's, Bow's and capsules. They wreak havoc upon the Crystal Ship and make it crash land upon the Skyrealm. Let the player-characters take out a few Ramian but regardless of any heroic deeds the craft ends up in a forest. Many of the crew perish in the crash, including Cirridian and the captain, leaving only the Bronth and the player group alive in the wreckage of the ship. Any crew that jumped overboard with the aid of Gliders are picked up by the Ramian and taken to the mines. The ships Locator is destroyed together with the helm controls so it cannot take off. Ramian flyers arrive soon after the crash to scavenge through the wreckage so the player-characters have only a few minutes to salvage what they need from the ship (rope, wood, basic items and food) before the need to run for cover. The actual cause of the ship's loss of control is the fire that breaks out above deck from the ramian's fire capsules. The fire rapidly spreads below deck to the cribbard (the deck where the huge maneuvering crystal is located). The heat reduces the force of repulsion between the crystal and the underground crystal lava flows, bringing the ship down. The captain successfully moves the ship over the Skyrealm before he is engulfed in the flames. (In case you were wondering, the crystal ship would have sunk if landed in the ocean, and the rate of descent would have been too great for the craft to have survived the fall.)

Have the group, now accompanied by the Bronth, wander the Skyrealm and check out the land (use the random encounter tables when the group run into anything). Ambiguously remind them a troopship will arrive in about 8 days time, though a single boatful of soldiers will get massacred by the ramian unless the players can cause a distraction.

Surviving the crash along with the players are 4 Bronth sailors. They are all old friends originating from Dobre; they moved to Jasp several years ago. The eldest, Bora Dansh, takes the role of leader amongst the bronth, although all four are vocal with the player characters about their situation. Role-play them as friendly and helpful --- here is a chance for the characters to make friends for life if they survive. Use the Bronth to give the players any clues they may need in the campaign.

Like the player-characters, the Bronth are shaken by the turn of events and wish to leave the Skyrealm as soon as possible. But once they realize that there are slaves on the Skyrealm, including old friends, they will attempt to persuade the characters that they must free them before leaving. The bronth are loyal to Tor Delasho and will endeavor to tell him

what happened to the two crystal ships --- if they survive.

The bronth are named Bora Dansh, Foord Bantha, Argy Nen and Mornn Dool. They are SEASONED sailors and EXPERIENCED warriors. Being FAMILIAR outlanders they can cope reasonably well on the Skyrealm.

The Skyrealm and its Inhabitants

Once inhabited by a small enclave of Ca-Tra shantha this stationary Skyrealm is a rather depressing lump of rock. Two mountains rise up 1500 feet, under which veins of metal ore have been found. Barren grassland and moors occupy the space between the mountains and 3 small pine forests. Several races of creature make passage through all these terrains hazardous.

Aside from the mining colony and the small ramian village, a couple of Shanthic buildings can be found. It is a mystery why the shanthas left (or lived here in the first place), but their homes remain undeseated by the ramian. Weather on the Skyrealm ranges from bad to dreadful: the best days are cold and cloudy. There is surprisingly little rainfall for a place as far north as this but the penetrable cold and frequent fog banks make up for this small relief.

There are 100 or so ramian on the Skyrealm together with about 80 slaves. Metal deposits taken from the ground are loaded down, by way of pulleys, to waiting ramian ships that make twice monthly journeys from Voligire. The ramian settlement has a large talmaron pound, that they use often to fly over the Skyrealm, and that occupies a central and important part in the colony's livelihood. The ramian have learned to stay away from the large carnivores on the Skyrealm, using the talmaron to fly around no-go areas. They avoid the Shanthic ruins out of inherent fear.

The Skyrealm: Map Description

MOORS: The rocky, short-grassed moorland takes up the majority of the Skyrealms surface. Outcrops of rock form the only windbreaks, as tree life is restricted to the areas of forest. Among these moors the dreaded Dreglamon makes its home -- **- CAMPERS BEWARE!**

On clear days visibility is high upon the moors, but when the fog comes down 3 meters is the maximum viewing range. On the southern moors a handful of Corondon roam and their belching can be heard throughout the Skyrealm.

The moors then, form a bleak landscape.

FORESTS: There are 3 main forest regions, each filled with pine and other hardy trees. In all, three forests scrade encounters are possible, and the tooth mauled tree stumps of a corondon's territory can be found in the southern forest.

In forest (A) the "Daughter of Maytrish" crashes and the remains of the "Cassandra" can be found in forest (B).

The trees give good cover from the occasional rainstorms.

THE LAKES: Water flowing down the mountains collects in a 40 meter deep basin, forming an icy tarn. A series of waterfalls (over 25 meter high cliffs) form a network of these Creshi-filled lakes. Creshi are carnivorous fish that are very dangerous to catch.

The ground around the lakes is very marshy and care must be taken when moving through these areas.

THE RAMIAN VILLAGE: 25 Huts create a shanty town-type conclave for the slavers. There are 2 large "buildings" in which the ramian gather and 3 storage huts contain various equipment, stolen Jaspian goods, food stores and talmaron riding tack.

The huts are made from wood and are 1 story tall; they have shuttered windows and a single chimney.

A pen holding 45 talmarons stands a few hundred feet from the village and is permanently guarded by several ramian.

THE HOLE THROUGH THE SKYREALM: A mass of pulleys and carts stand beside a natural hole in the Skyrealms floor. Through this the ramian lower the mined ore to awaiting ships 1200 feet below. Cart tracks run from all the mine entrances to terminate here.

Activity here is steady between the ships arrival with piling up the metals ready to lower. This area is unguarded when the metals are not being handled.

THE MINES: The several mine entrances lead up 3/4 mile into the two mountains. Through the guarded entrances the tunnels are dark and cold. The slaves are kept in 3 large natural caverns, close to the entrances. They are chained and under guard at all times.

The tunnels have an average height of 3 meters and are 2 meters wide. Cart tracks lead in to some tunnels but slaves often need to carry the fruits of their labor to the carts from the vein.

The metals found in the mines are tin and iron ore. A cave on the south side of the Skyrealm leads into the mountains where the mines are but the tunnel is blocked from a slave cavern by only a few feet of rock. The slaves do not know of its existence and a large corondon resides within the cave.

THE SHANTHIC RUINS: Across the Skyrealm are 3 Shanthic buildings in various states of disrepair. Scragger often occupy them. The two northern ruins are now little more than a collection of stones and rubble (though a SPOT check in each will uncover a meter long rod of crystal). The southern building is very interesting indeed.

In the midst of the southern forest (C), just below a small pool lies a 10 meter tall domed building. The now off-white stone is covered in greenery and trailing plants. It is very dark through the three archways leading inside the structure. The players will need a source of illumination when they enter the building. As they enter, crystals set high up on the inside of the domed roof reflect the light, making even the weakest source illuminate the interior very well. Sparse grass and pieces of rubble litter the floor around a large stone slab and a central hemisphere.

The stone slab (C) is set firmly in the ground and weighs tons; only a bochigon could move it or Earth-Tec destroy it.

In the exact center of the floor lies a 2 meter diameter hemisphere (A), covered with clear crystals. Around it are several paving slabs (B) each with a Shanthic engraving upon it. If read the engravings depict the 7 moons of Jorune.

By depressing the stone marked with TRA, the hemisphere rises up with a hiss to 3 meters above the floor, revealing itself to be a complete crystal encrusted sphere. Two stone posts support the sphere, one of them having a shanthic control panel on it. A meter long slot runs up each post.

The control panel consists of a small round crystal that half juts out of a stone tile. The crystal ball slides in 4 directions; moving the ball RIGHT causes the domed roof to open up like a flower, revealing the sky above. LEFT moves the stone slab (C) to one side revealing a stairway under the building. The dome closes when the ball is moved UP and the slab shuts on a DOWN movement. When the dome closes the sphere slides down to its original position.

Under the crystal sphere a well is revealed that leads through the Skyrealm, opening out below.

The stair under the slab leads down 50 meters and ends in a small circular chamber only large enough to hold two people. Standing in the chamber a person must expend 1 point of Isho and concentrate on TRA Isho. When this is done the chamber shoots down to come to rest in the sub level (as noted on the map). Leaving the lift will send it back to its original position. To call the lift down from below, an Isho point must be expended whilst standing in front of the lift chute. Once inside the user must concentrate on Tra Isho for a couple of seconds. This costs the player one point of Isho.

Below the Shanthic Building.

Refer to the map of "level one"

A: Lift Chute: 2 persons only.

B: MAIN CORRIDOR: The floor is free of dust and the air is surprisingly fresh. The tunnel is bare of any decoration apart from a curtain of pure, pulsating energy, that will damage any living creature that comes in contact with it (roll 2D6 for injury under the column labeled Cast Energy, adding a bonus of 3 to the roll). On the walls on both sides of the red energy curtain is another shanthic control panel. This moves in 8 directions and does the following:

MOVING THE CRYSTAL BALL:	CAUSES:
NORTH	NO EFFECT
SOUTH	NO EFFECT
NORTH WEST	CURTAIN ACTIVATION
NORTH EAST	CURTAIN DE-ACTIVATION
SOUTH WEST	CURTAIN GLOWS BRIGHTER
SOUTH EAST	ACTIVATES TRAP
WEST	ACTIVATES TRAP
EAST	CURTAIN DE-ACTIVATION

If the trap is triggered the wall expands from its 10 mm thickness to 6 meters in 3 seconds. Any character hit by the curtain is damaged as stated above for each round that he/she is in contact with it. A roll against AGILITY with 4D6 can get a character out of the way. As a penalty for those who have been blasted by the field, penalize their continuing attempts to escape its charge by adding one die to the 4D6 roll against Agility.

C: WORKSHOP: Here the Ca-Tra Shantha's made equipment when not working on warp mappings and experiments. A false wall section can be found if the room is searched that leads down a narrow tunnel to area D.

D: HIDEAWAY: In this tiny chamber are three +2 Shanthic Blades and two shanthic shields that are very strong, very light and fantastically crafted

E: SHANTHIC LIVING QUARTERS: A single bed (rather like a futon) and decaying reed mats take up the majority of the room in these small similar chambers. A scarceen can be

found in one of the chambers if a roll against Spot with a +4 penalty can be made by any of the players. If used it gives the user 1D3 levels in a randomly chosen skills.

F: SPA ROOM: A 3 meter deep warm pool lies at the end of a damp and humid tunnel. Lichen that grows on the walls gives off an orangy glow.

G: GATHERING HALL: A large chamber with ornate stone columns that hold a 5 meter high ceiling aloft. A little crystal dust lies in patches on the floor. The dust will glow dimly as creatures with Isho points higher than 15 walk by. At the back of the room is a dais with a keeper rod resting on a stone table.

If the Keeper rod is activated, an old shantha, dressed in white robes, stands in front of the party. He slowly takes in the scene before him while making no gestures and uttering no sound. If the characters show any sign of violence or aggressiveness he will blast them all with a terrible array of SHAL dysha's. Treat the shantha's Isho reserve as limitless, but prevent him from having any more than 50 points of Isho for any given attack --- unlike muadra, shanthas can take in Isho from their surroundings almost instantly, in a continuous flow. By never taking in more than the surroundings can replenish, they are never without Isho at their disposal.

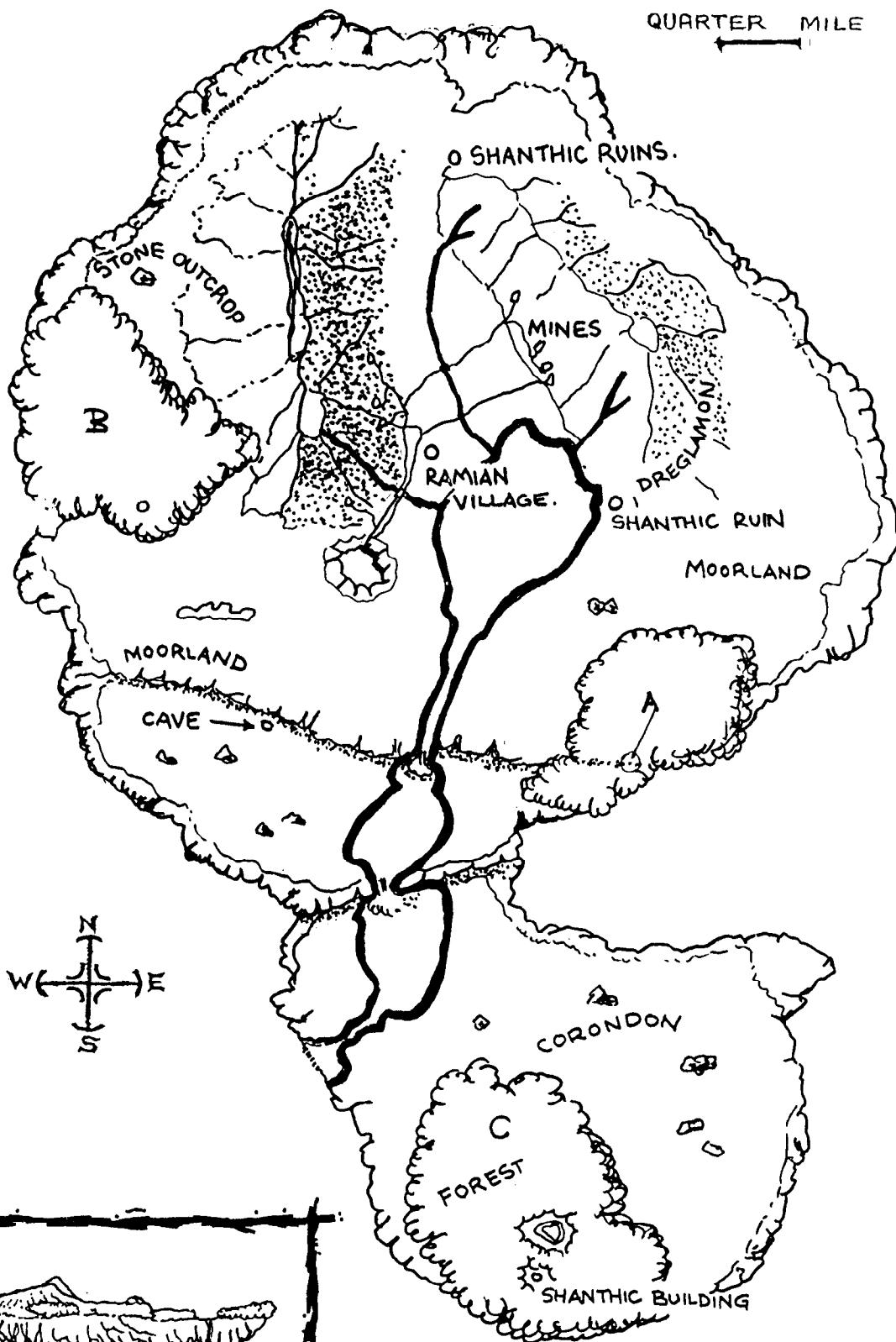
If the party react kindly to the shantha he will greet them and welcome them to his home, Shalta-tra-eh, "Path of the Warp Maker." Any display of Earth-Tec or stolen shanthic articles will disturb the Shantha, and treat the party to his indifference or his wrath. He may even attempt to confiscate such items. If the players are successful at communicating their desire to rescue a friend and leave the Skyrealm, the Shantha may let the group keep the offensive items.

The old shantha, whose name is Kaska-Ba, becomes very curious if the players continue to approach him openly and slowly. If the players tell him of the ramian that have overrun the Skyrealm and have enslaved many races to plunder it of its natural resources he will offer to aid them. Kaska-Ba will explain the Star-Watch's secrets after a bath and some food. After a long stay in a keeper rod, shanthas ritualistically eat small dried Jorune beetles that are kept in small stone jars.

Aside from being a shanthic observatory the shanthas used this building to focus energy gained from Tra to open an ocean warp below the Skyrealm. They wished to study this rare occurrence. Fortunately the experiment never happened as the Shantha's realized the pull of the warp could drag the Skyrealm down into the ocean. So until the Human/Shanthic war they continued to study Sho-Caudal and the heavens. When war broke out they left the Skyrealm to find their brothers but sealed up the observatory first. Kaska-Ba chose to remain until his fellows returned or another race entered the building allowing him to aid them or destroy them if they intended harm. He was sealed within a Keeper rod, over 3500 years ago.

Kaska-Ba will tell the characters he will open the ocean warp, destroying the Skyrealm, if they can release the slaves and send them through a warp to what is now Dobre. He intends to perish along with his home, for the news of the near total annihilation of his race and the fact he wishes to stay with his home to the bitter end. If he can take a few ramian with the better.

Before he can activate the warp device he must wait for 2



things: (1) Tra must be overhead to create the necessary Isho environment for the Warp device to open. (2) Two pieces of crystal must be found and brought from the other two ruin sites.

He will give the player-characters a single white crystal which, when thrown into the mouth of the corondon cave to the north, will open a warp to Dobre. This is the only location a warp can open on Shalta-tra-eh. They should use this to get the slaves off the realm. The group must find the crystal shards on their own, as the ramian must not know their is a Shantha on the Skyrealm.

The action suggested by Kaska-Ba is the only way to be sure the ramian will not give chase when the players attempt to leave the Skyrealm, but other alternatives might seem more palatable. If the players attempt to take on all the ramian single-handedly they will lose.

H: MEDITATION CHAMBERS: Small cell-like rooms with a stone kneeling stool in their center. If Cajl open their minds to the sho-sen whilst knelt down within these chambers they will have full Isho points within the hour.

THE FOOD CAVERNS: Hundreds of meters of dark tunnels with a myriad of lichen and mold upon the walls. The Shantha's eat this.

Leaving the Skyrealm.

The player-characters can get off the landmass by warping out and they will end up in Dobre. Otherwise they can use Talmaron's (only EXPERIENCED riders can survive the flight to the nearest friendly lands) stolen from the ramian but they will be pursued if they do not create a diversion. If any character has an Earth-Tec glider they can jump off the edge off the Skyrealm though falling into the ocean isn't a realistic proposition. There are of course the troops...

Soldiers from Jasp

When the "Daughter of Maytrish" goes down, a small force of Jaspian soldiers will depart to look for it. They will take 8 days to reach the Skyrealm and will be attacked by the ramian.

The troopship will probably meet the same end as the previous vessels unless the characters can prevent the attack or destroy the Skyrealm with the shantha's help.

This ship has contact with Jasp through com-links and if the characters reach Aylon before the ship encounters the Skyrealm, they will be called back to port.

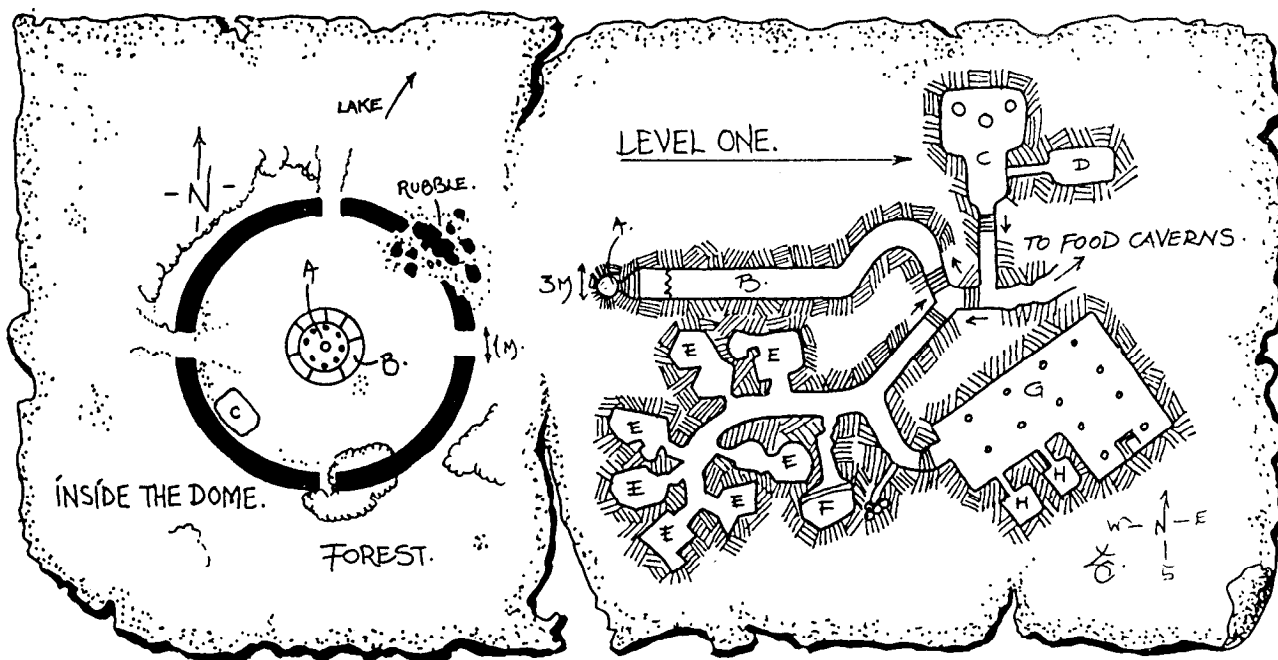
If the rescue ship manages to pick up the characters (and hopefully some slaves), the soldiers will be in a frightful hurry to learn the details of this Skyrealm and the ramian force. If they return to Aylon for reinforcements they will be thrown into a political debate, as Jasp does trade with Voligire and the council have to think twice about an all-out attack.

Back in Aylon

If the characters get back to Tor Delasho he will offer them the hospitality of his home for several days. In return he wants as much information on the Skyrealm and including maps (if it still exists) The characters will receive their pay as agreed but will receive a bonus for any salvaged cargo or rescued employees.

Use your judgment as to how Tor takes the news of 2 of his 3 Crystal Ships and what he plans to do about it. Maybe the characters get rehired to go back to the Skyrealm for a furtive attack on the ramian, with a large group of mercenaries, and reclaim the cargo's of the ships and stealing the metal ores.

Any slaves freed that come from Tlon will put the characters in good stead with the Dobren council, where they will make many influential friends.



Glossary and Pronunciation Guide

Careful on the following pronunciations:

Dysha (DIE-shuh)	Sho-sen (SHOW-senn)
Caji (CAW-gee)	Sholari (show-LARR-ee)
Shantha (SHAN-thuh)	Tra (TRAW)
Shal (SHAWL)	Isho (EE-show)

Places

Ardoth (ARE-daught): The capital city in the realm of Burdoth.

Aylon (AYE-lon): Capital of Jasp.

Dobre (DOE-bray): The Bronth realm.

Jasp: Human realm far to the north of Temauntro.

Lundere (lun-DEAR): The Woffen realm.

Tlon: Capital of Dobre.

Voligire (VOLE-ih-Guy-er): The realm of the ramian.

Yobre (yo-BRAY): Capital of Lundere.

People

Argy Nen (arr-JEE nenn): A bronth sailor that accompanies the players on the Skyrealm.

Bora Dansh (boor-RA dansh): A bronth and old friend of Argy Nen.

Darl Kirrisio: A living, self-proclaimed legend from Ardoth.

Jerome Cirridian: An experienced merchant in the employ of Delasho.

Mornn Dool: A quiet Bronth stranded upon the Skyrealm.

Kaska-Ba: Ca-Tra priest found upon the Skyrealm after his release from a Keeper Rod. A Shantha.

Roh Andur-Kursh: The captain of the "Daughter of May-trish"

Tor Delasho: A rich Jaspian Merchant that hires the characters.

Objects and Words

Boccord (buh-CORD): One of three races of humans, characterized by their superior strength.

Bronth: A Bio-engineered race, derived from the earth bear.

Ca-Tra: A Shanthic sect whose culture and worship centers around the moon of Tra.

Com-link: An Earth-Tec communication device.

Corastin: Large, semi intelligent creatures, often employed as guards for their mean looks and clubs.

Dyshas: Energy abilities. The two major forms are Orbs and Bolts.

Glider: A U-shaped Earth-Tec device used for slowing down a fall or jump.

Inclep: An inn.

Jaspian Crystal Ship: Ships built by the peoples of Jasp that float over underground flows of molton crystal.

Keeper Rod: A meter long crystal device used by Shantha's to store living creatures, broken down into Isho patterns. They are activated by receiving a small trickle of Isho of the right type. Once activated an orb springs from within to materialize into the imprisoned creature.

Locator: An Earth-Tec homing beacon.

ramian: Tall, exoskeletal beings from the lands of Voligire.

Sarceen (sar-KEEN): Torc-shaped crystals, made by Shanthas to store knowledge in the form of mental images.

Shal: One of the seven moons of Jorune. Dysha's related to this react to the targets nervous system.

Shantha: The native, intelligent race upon Jorune.

Shalta-tra-eh: The Shanthic name of this particular Skyrealm. Literal translation is "Path of the Warp Maker."

Skyrealm: An airborne island, suspended by the repulsion of the cool, hardened crystal and the molton crystal flows under the planets surface.

Talmaron: Large, native flying creatures, easily domesticated for personal use.

Thridle: The language masters of Jorune. Their eyes rest upon two eye stalks.

Tra: One of the moons around Jorune. It is called, "The Warp Maker."

Skyrealm Encounter Table

Roll on this, if you wish, when you want the group to encounter something. Alternatively use the chart to find what inhabits the realm and use them where and when you deem necessary.

Roll 1D100 and use the information given in the Sholari Guide when referring to creatures.

ROLL	ENCOUNTER	QUANTITY
01 - 30	Nothing	
31 - 40	ramian	1D6
41 - 50	ramian	1D6+2 & slaves (1D6+1)
51 - 54	Corondon	1
55 - 58	Scrade	2D6*
59 - 63	Dreglamon	1
64 - 66	Escaped slaves	1d3
67 - 69	Duradon	1d2
70 - 75	Scragger	2D6*
76 - 79	Limilate growth	1D6 portions; random choice
80 - 81	Incupods	1D6
82 - 83	Bio-tec corks	1D6; random choice
84 - 88	Vodra	1D6*
89 - 92	Giggitt	1D6
93 - 96	Spirrics: 2nd stage	1
97 - 00	Spirrics: 3rd stage	1

Earth/Jorune

We appreciate any feedback you may have relating to the segment. Please address all correspondence to: SKYREALMS/WW, PO BOX 5543 Berkeley CA, 94705 (415) 548-0804

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